REMARKS

Reconsideration is respectfully requested. Claims 17, 21, and 23 are amended herein. Claims 17, 21 and 23-30 are present.

The Applicant regrets that he had given the Examiner only the examples of the Random Number Generators (RNG) based on the stochastic processes of electromagnetic nature:

Kim, US 6,829,628;

Hars, US 7,356,552;

Sun, US 7,526,027.

The Applicant agrees that this circumstance might reasonably lead to some misunderstanding. But actually there are no restrictions imposed on nature of a stochastic process for RNGs. To prove this point it is proper to refer to WIKIPEDIA, the free internet encyclopedia conventionally considered as most objective source of references nowadays. There in the article "Random Number Generation" the RNG is defined as: "a computation or physical device designed to generate a sequence of numbers or symbols that lack any pattern, i. e. appear random". In a subsection of this article, among others there are examples of random numbers generation using stochastic processes of non electromagnetic nature:

dice,

coin flipping,

shuffling cards,

radioactive decay,

thermal noise, and so on.

This proves that any artificial or natural stochastic process, including movement of micro meteorites in the near Earth space, may be used for random numbers generation.

The Applicant has repeatedly referenced to the data by NASA and ESA decisively proving that movement of micro meteorites in the near Earth space has exactly stochastic character. In his turn the Examiner never expressed a doubt about this point. So it composes a solid ground for the convincing explanation of the applied device operation as RNG. Indeed, because of stochastic character of the micro meteorites movement in sense of space dimensions and time, the collisions of the micrometeorites with the isolated gaming fields distributed in space will be random events too. The sensors on the isolated gaming fields will register these random events and technical facility for forming the random numbers on the basis of identification markers and time of collisions will generate the random numbers.

The Applicant has repeatedly emphasized the substantial differences of the applied device from the device by Kitazawa. The principle difference is that the device by Kitazawa is not designed and can not serve for generation of gaming random numbers. In structure of the device by Kitazawa there are absent such important elements as isolated gaming fields provided with identification markers, clocks for registration of the time of

collisions, technical facility for forming the random numbers on the basis of identification markers and time of collisions, technical facility for enciphering the random numbers, telemetry facility for transmitting the enciphered random numbers from outside Earth to Earth, as well as ground technical facility for receiving and deciphering the telemetry signal.

To make his position more convincing the Applicant decided to amend his claims. Making so the Applicant decided to drop the word "actuation" and will use instead the word combination "making active".

In view of the above amendments and remarks, reconsideration and allowance are respectfully requested.

The Examiner is asked to contact applicant's attorney at 503-224-0115 if there are any questions.

It is believed that no fees are due with this filing. However, if it is determined that fees are required to keep the application pending, please charge deposit account 503036. If a refund is owed, please refund deposit account 503036.

Respectfully submitted,

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I hereby certify that this correspondence is being electronically transmitted to the Patent and Trademark Office on this December 1, 2010.